"Bring back all the news you can, and any old songs and tales you can come by."

— Bilbo Baggins, *The Fellowship of the Ring*

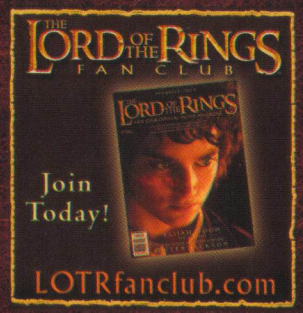
Your Story...

No matter your character's powers or predilections, here is the parchment on which to record his legend and his ongoing exploits. This exhaustive journal gives you a place to set down everything related to your character—his attributes, skills, spells, traits, background, and history. Maybe even a song or two...

No self-respecting hero should sit down at the gaming table without one.

The Hero's Journal includes:

- An expanded character record, with additional space for every attribute, trait, skill, and spell your character possesses.
- Space for recording your character's history, background, and exploits, in the spirit of a true traveler's journal.
- A detailed breakdown of character generation that guides you through the process step-by-step.



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THE LORD OF THE RINGS ROLEPLAYING GAME™

Hero's Journal

CHARACTER NAME: _____

PLAYER NAME: _____

CHRONICLE: _____

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Character Generation Summary

Step 1: Concept

Think about what sort of hero you want your character to be. What heroic qualities does he have? What is his personality like? What are his goals and motivations, his unique weaknesses and strengths? Keep this picture of your hero in mind as you move through the actual character creation process.

Step 2: Primary Attributes

Your Narrator will tell you which attribute generation method his chronicle uses: the random method or the pick method.

1) Random method: Roll 2d6 nine times and keep the six highest results. Assign these scores to the attributes you choose.
2) Pick method: Assign the following scores to your attributes as you choose: 10, 9, 7, 7, 5, 4. Distribute 8 more points among your scores. You cannot use these points to raise an attribute above 12.

Step 3: Race

1) Choose a race and sub-race (if appropriate) for your character. Apply any racial adjustments listed in the race's description to your character's primary attributes (racial adjustments can take an attribute above 12).
2) Choose your character's racial skills and traits.
   a) Make six picks from the skills and edges listed in the race descriptions.
   -or-
   b) Choose one of the background packages provided.
3) [optional] You may select one racial flaw and gain a single edge pick as recompense.
4) Record your character's racial abilities
5) Select your character's native languages and lore (pg. 60) by multiplying his Wits by three and assigning the total to Language and Lore skills related to his race, culture, and background.

Step 4: Order

1) Choose your character's order. You may begin play with no order if desired (see pg. 79).
2) Choose two favoured attributes and one favoured reaction for your character (pg. 48).
3) Choose your character's order skills.
   a) Select 15 ranks of order skills (none greater than +3), and then add another five ranks to any of these skills.
   -or-
   b) Select one of the order packages provided (or create your own with the Narrator's permission), and then add another five ranks to any order skills.
4) Choose one order edge, either from the package list or from those appropriate to the order and character type.
5) Choose one special ability from those listed for the order.
6) Choose any additional flaws, if desired. You may select up to three additional flaws at this stage of character creation, for a starting maximum of four (including your racial flaw, if you chose one). Each flaw taken provides one extra skill rank or one extra order edge.

Step 5: Free Picks

You may further customize your character by taking five free picks. These picks work just like normal advancement picks (see Table 11.1, pg. 278). However, they cannot be used to acquire more order abilities.

Step 6: Final Attributes and Modifiers

1) Record the final attribute modifiers for the character's primary attributes.
2) Calculate the character's secondary attributes (reactions, Defence, Health). When calculating Wound Levels, note that Hobbits (being small creatures and lacking the Stout ability of Dwarves), possess no Near Death Wound Level.
3) Record the character's starting Courage and Renown.

Step 7: Finishing Touches

1) Choose and record any spells gained through order abilities.
2) Consult with your Narrator and choose any weapons, armor, gear, and money appropriate for your character's race, order, nationality, and station. These should all represent items your character could be reasonably expected to possess.

You're ready to play!

Special thanks to Colin Chapman and Doug Burke for aiding in the creation of this summary.

RACE: _____ GENDER: _____ SIZE: _____ AGE: _____

HAIR: _____ EYES: _____ HEIGHT: _____ WEIGHT: _____

ORDERS: _____

ELITE ORDERS: _____

ADVANCEMENTS: _____

ATTRIBUTES

	Species Modifier	Total	Attribute Modifier
Bearing			
Nimbleness			
Perception			
Strength			
Vitality			
Wits			

REACTIONS

	Attribute Modifier	Misc. Modifier	Total
Stamina			
Swiftness			
Willpower			
Wisdom			

	Misc. Modifier	Total
Corruption		

	Swiftness Modifier	Misc. Modifier	Total
Initiative			

	Nimbleness Modifier	Misc. Modifier	Total
Defence 10+			

	Modifier	Total
Renown		

	Current	Total
Courage		

WEARINESS

	Effect	Current
Hale (Fully Rested)	0	
Winded	-1	
Tired	-2	
Weary	-4	
Spent	-8	
Exhausted	*	

* -10, collapse

HEALTH

	Penalty	Total Health
Healthy	0	
Dazed	-1	
Injured	-3	
Wounded	-5	
Incapacitated	-7	
Near Death	-9	

Racial Abilities

Order Abilities

Edges

Edge: _____
Improve? ☐ Effect: _____

Edge: _____
Improve? ☐ Effect: _____

Edge: _____
Improve? ☐ Effect: _____

Edge: _____
Improve? ☐ Effect: _____

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Edges

Edge: _____
Improve? ☐ Effect: _____

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Edge: _____
Improve? ☐ Effect: _____

Edge: _____
Improve? ☐ Effect: _____

Flaws

Flaw: _____ Improve? ☐
Effect: _____

Flaw: _____ Improve? ☐
Effect: _____

Flaw: _____ Improve? ☐
Effect: _____

Flaw: _____ Improve? ☐
Effect: _____

Flaw: _____ Improve? ☐
Effect: _____

Flaw: _____ Improve? ☐
Effect: _____

Flaw: _____ Improve? ☐
Effect: _____

Flaw: _____ Improve? ☐
Effect: _____

Flaw: _____ Improve? ☐
Effect: _____

Flaw: _____ Improve? ☐
Effect: _____

SKILLS

Skill	Specialty			Test Category	Attribute	Skill Rank	Attribute Modifier	Misc. Modifier	Total Rank	Order Skill?
Acrobatics	Balance	Swing	Tumble	P	Nim	◯	◯	◯	◯	☐
Appraise	Gems Weapons	Gold Armour	Silver	A	Wits	◯	◯	◯	◯	☐
Armed Combat: Axes				P	Nim	◯	◯	◯	◯	☐
Armed Combat: Blades				P	Nim	◯	◯	◯	◯	☐
Armed Combat: Clubs				P	Nim	◯	◯	◯	◯	☐
Armed Combat: Natural Weapons				P	Nim	◯	◯	◯	◯	☐
Armed Combat: Polearms				P	Nim	◯	◯	◯	◯	☐
Climb	None			P	Str	◯	◯	◯	◯	☐
Conceal	Hide Treasure	Hide Weapons		P	Wits	◯	◯	◯	◯	☐
Craft:				P	Nim	◯	◯	◯	◯	☐
Craft:				P	Nim	◯	◯	◯	◯	☐

Skill	Specialty			Test Category	Attribute	Skill Rank	Attribute Modifier	Misc. Modifier	Total Rank	Order Skill?
Craft:				P	Nim	◯	◯	◯	◯	☐
Debate	Bargain	Negotiate	Parley	S	Wits	◯	◯	◯	◯	☐
Games				P	Nim	◯	◯	◯	◯	☐
Guise				A	Wits	◯	◯	◯	◯	☐
Healing	Herbal Remedies	Treat Illness	Treat Wounds	P	Wits	◯	◯	◯	◯	☐
Inquire	Converse	Interrogate		S	Brg	◯	◯	◯	◯	☐
Insight				S	Per	◯	◯	◯	◯	☐
Inspire				S	Brg	◯	◯	◯	◯	☐
Intimidate	Fear Torture	Majesty	Power	S	Brg	◯	◯	◯	◯	☐
Jump	None			P	Str	◯	◯	◯	◯	☐
Language:				A	Wits	◯	◯	◯	◯	☐

Skill	Specialty			Test Category	Attribute	Attribute Modifier	Skill Rank	Misc. Modifier	Total Rank	Order Skill?
Language:				A	Wits					
Language:				A	Wits					
Legerdemain	Pick Pocket	Prestidigitation	Open Lock	P	Nim					
Lore: Group				A	Wits					
Lore: History				A	Wits					
Lore: Race				A	Wits					
Lore: Realm				A	Wits					
Lore: Other				A	Wits					
Mimicry	Beasts	Voices		P	Brg					
Observe	Hear Spot	*Sense Power* Taste	Smell Touch	P	Per					
Perform	Compose Verse	Sing	Tell Stories	S	Brg					

Skill	Specialty			Test Category	Attribute	Attribute Modifier	Skill Rank	Misc. Modifier	Total Rank	Order Skill?
Persuade	Charm	Fast Talk	Oratory	S	Brg					
Ranged Combat: Bows				P	Nim					
Ranged Combat: Spears				P	Nim					
Ranged Combat: Thrown Weapons				P	Nim					
Ride				P	Brg					
Run	None			P	Str					
Sea-craft	Boating	Sailing	Shipwright	P	Wits					
Search	None			P	Per					
Siegecraft	Defence	Unit Leadership		P	Wits					
Smithcraft	Armoursmith Weaponsmith	Goldsmith	Jewelsmith	P	Str					
Stealth	Hide Surveill	Shadow	Sneak	P	Nim					

Skill	Specialty			Test Category	Attribute	Attribute Modifier	Skill Rank	Misc. Modifier	Total Rank	Order Skill?
Stonecraft	Building	Fortification	Mining	P	Str	○	○	○	○	☐
Survival	Forests Northern Wastes	Jungles	Mountains	P	Per	○	○	○	○	☐
Swim	None			P	Str	○	○	○	○	☐
Teamster	Cart	Chariot	Wains	P	Str	○	○	○	○	☐
Track	Scent			P	Wits	○	○	○	○	☐
Unarmed Combat: Brawling				P	Nim	○	○	○	○	☐
Unarmed Combat: Wrestling				P	Nim	○	○	○	○	☐
Unarmed Combat: Other				P	Nim	○	○	○	○	☐
Weather-sense	None			P	Per	○	○	○	○	☐
						○	○	○	○	☐
						○	○	○	○	☐

Skill	Specialty			Test Category	Attribute	Attribute Modifier	Skill Rank	Misc. Modifier	Total Rank	Order Skill?
						○	○	○	○	☐
						○	○	○	○	☐
						○	○	○	○	☐
						○	○	○	○	☐
						○	○	○	○	☐
						○	○	○	○	☐
						○	○	○	○	☐
						○	○	○	○	☐
						○	○	○	○	☐
						○	○	○	○	☐
						○	○	○	○	☐
						○	○	○	○	☐

Wizardry Spells

Known	Name	Casting Time	Range	Duration	Weariness TN	Cost†	Pg.
○	Animal Messenger	2	Touch	Special**	5	1	174
○	Bane-spell	1 min.	Touch	1 min.*	10	2	174
○	Beast Speech	1	Self	1 min.*	5	1	174
○	Beast Summoning	2	Special**	Special**	8	1	175
○	Blade Preservation	5 min.	Touch	50 yrs.*	5	1	175
○	Blinding Flash	1	5 yds.*	Instant	10	1**	175
○	Break Binding	2	10 feet	Instant	8	1	176
○	Burning Sparks	1	10 feet	Instant	8	1	176
○	Calling	Special**	Special**	Special**	10	1	176
○	Change Hue	2	Self	10 min.*	8	1	176
○	Crafting-spell	5 min.	Touch	Special**	12	1	177
○	Create Light	1	Touch	20 min.*	5	1**	177
○	Display of Power	1	Self **	1 round	10	2	178
○	Enhance Food	1 min.	Touch	Special**	5	1	178
○	Evoke Awe	1	Special**	1 round*	10	1	178
○	Exclusion	10 min.	Touch	1 year*	12	2	179
○	Farseeing	5 min.	Special**	1 min.*	15	2	179
○	Farspeaking	2	1 mile*	Concentration	9	1	180
○	Fiery Missile	1	Special**	Special**	7	1	180
○	Finding and Returning	1 min.	Touch	1 month*	10	1	180
○	Fireshaping	1	1 foot*	Concentration	5**	1	180
○	Flame of Anor	2	20 feet*	Instant	10	2	180
○	Fog-raising	1 min.	50 feet*	Special**	8	1	181
○	Fog-weaving	2	20 feet*	1 min.*	9	1	181
○	Guarding-spell	1 min.	Touch	1 min.*	12	2	182
○	Healing-spell	1 min.	Touch	Special**	10	1	182
○	Imitation-spell	2	3 feet*	Concentration	8	1	182
○	*Ithildin*-fire	1 min.	Touch	Special**	5	1	183
○	Kindle Fire	1	Touch	Special**	5	1	183
○	Lightning	2	5 feet*	Instant	12	1	183
○	Mastery of Shapes	1 min.	Self	1 hour*	10	2	183
○	Mind-speech	1 min.	1 foot*	Concentration	10	1	184
○	Misdirection	1 min.	Special**	1 hour*	12	2	184
○	Mist of Speed	1 hour	10 miles*	1 hour*	12	3	184
○	Naming	1 min.	Touch	Permanent	8	1	184
○	Opening-spell	2	Touch	Instant	7	1	184
○	Quench Fire	1	5 yds.*	Instant	Special**	1	185
○	Power of the Land	3 f/r	1 mile	Special**	12	3	185

* per point of Bearing ** see spell description † number of spell picks

Spell Specialties:

Known	Spell Name	Casting Time	Range	Duration	Weariness TN	Cost†	Pg.
○	Rain-ward	1	Self	Concentration	5	1	185
○	Reading the Heart	1 min.	10 feet	Instant	9	1	185
○	Resist Fear	1	Self	1 round*	8	1	185
○	Scribe Moon-letters	Special**	Self	Permanent	7	1	186
○	Sense Power	1	10 feet*	1 min.	5	1	186
○	Shatter	1	5 feet*	Instant	8	1	187
○	Shutting-spell	1 min.	Touch	1 hour*	8	1	187
○	Slumber	2	5 feet*	1 hour*	10	1	188
○	Smoke-weaving	1	1 foot*	Concentration	5	1	188
○	Spellbinding	1	5 feet*	Special**	10	1	188
○	Spoken Thoughts	2	Self	1 hour*	7	1	188
○	Springtime	1 min.	Special**	Concentration	12	1	189
○	Sundering	2	5 feet*	Instant	15	2	189
○	Transformation	2	1 foot*	Instant	15	3	189
○	Veil	1 min.	Self	1 hour*	10	1	190
○	Victory-spell	1 min.	Touch	1 min.*	12	2	190
○	Voice of Command	1	Special**	Special**	10	2	190
○	Voice of Suasion	1	Special**	1 min.*	10	1	190
○	Watershaping	1	50 feet*	Concentration	10	1	191
○	Wind-mastery	2	50 feet*	Special**	10	1	191
○	Wizard's Guise	1 min.	Self	1 hour*	8	1	191
○	Wizard's Hand	1	5 feet*	Instant	10	1	191
○	Word of Command	1	Special**	Special**	13**	3	192

Sorcery Spells

Known as Spell	Known as Counterspell	Spell Name	Casting Time	Range	Duration	Weariness TN	Cost†	Pg.
○	○	Bladeshattering	1	10 yds.	Instant	8	1	175
○	○	Blast of Sorcery	2	10 yds.*	Instant	12	2	175
○	○	Command	2	10 yds.	1 hour*	15	3	176
○	○	Dumbness	1	10 feet*	1 min.*	8	1	178
○	○	Enslave Beast	2	5 feet*	1 day*	10	1	178
○	○	Evoke Fear	1	Special**	1 round*	10	1	178
○	○	Forgetfulness	2	5 feet*	1 week*	12	1	181
○	○	Holding-spell	2	10 feet*	1 round*	12	2	182
○	○	Ruin	2	Touch	1 round*	12	2	186
○	○	Shadow of Fear	2	Special**	Special**	12	1	186
○	○	Shad.&Phantoms	1 min.	Special**	1 hour*	10	1	187
○	○	Veiling Shadow	1 min.	100 feet*	1 hour*	12	2	190

WEAPONS

Name	Ranges	Damage	Parry Bonus	Size	Weight	Special

EQUIPMENT AND GEAR

WEALTH

Copper Pennies (cp) ☐

Silver Pennies (sp) ☐

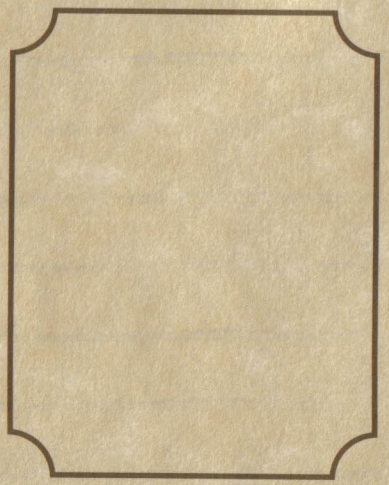
Silver Pieces (SP) ☐

Gold Pennies (gp) ☐

Gold Pieces (GP) ☐

Notes

Character Illustration & Symbol



Character Journal